

GAMING METHOD AND GAMING APPARATUS
WITH IN-GAME PLAYER STIMULATION

Abstract of the Disclosure

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A method for operating a gaming apparatus is provided, the gaming apparatus capable of playing a game comprising a plurality of game pieces. The method includes the steps of determining a first in-game outcome for each game based on a configuration of a first set of game pieces selected from the plurality of game pieces, the number of pieces in the first set of game pieces being less than that in the plurality, displaying a first set of images corresponding to the first set of game pieces, and providing a first in-game stimulation selected from the group consisting of a 3-dimensional aural stimulation, a visual stimulation, a value stimulation and a physical stimulation according to the first in-game outcome. The method also includes the steps of determining separately a game outcome for each game based on a configuration of the plurality of game pieces, displaying a plurality of game piece images corresponding to the plurality of game pieces, and determining a value payout based on the game outcome. A gaming apparatus including a controller programmed according to the above method is also provided, as is a system made up of such gaming apparatuses.

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